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AMENDMENTS TO THE CLAIMS:

1. (Currently Amended) An interactive entertainment system comprising:

a system server, said system server residing at a communication center;

a system database, said system database residing at the communication center and accessible by the system server;

a plurality of entertainment files stored on the system database, where the system server retrieves the plurality of entertainment files for streaming transmission over a respective plurality of channels in a first communication network;

a receiver, where the receiver is selectively tuned to one of said plurality of channels retrieves the plurality of entertainment files via in the first communication network from the system server based on a user's preferences to retrieve a preferred streaming entertainment file;

a user input device, where said user input device enables a user to interact with the system server and the system database via the receiver, where the user provides real time feedback regarding said entertainment files; and

a user output device, where said output device plays selected the preferred streaming entertainment file files.

2. (Original) The interactive entertainment system according to claim 1, where said plurality of entertainment files contain audio content.

3. (Original) The interactive entertainment system according to claim 1, where said plurality of entertainment files contain video content.

4. (Original) The interactive entertainment system according to claim 1, where said plurality of entertainment files contain both video and audio content.

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5. (Original) The interactive entertainment system according to claim 2, where said audio content includes songs.

6. (Original) The interactive entertainment system according to claim 5, where said songs include a plurality of music genres.

7. (Original) The interactive entertainment system according to claim 6, where said plurality of music genres are categorized and streamed for listening through the user output device.

8. (Original) The interactive entertainment system according to claim 4, where said video and audio content includes televised programming.

9. (Original) The interactive entertainment system according to claim 1, where said reception device provides two way communications between the user and the system server via the first communication network.

10. (Original) The interactive entertainment system according to claim 1, where said real time feedback is transmitted to the communication center via a second communication network.

11. (Original) The interactive entertainment system according to claim 1, where the first communication network is a satellite broadcasting system.

12. (Original) The interactive entertainment system according to claim 10, where the second communication network is an internet connection.

13. (Original) The interactive entertainment system according to claim 1, where said reception device includes a user database.

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14. (Withdrawn) A method of interactive entertainment comprising the steps of:

    a. streaming a plurality of entertainment files over a communications network;

    b. retrieving a current play entertainment file from the plurality of entertainment files;

    c. retrieving a user rating associated with the current play entertainment file;

    d. if the user rating is not equal to a predetermined value, then performing the following steps f-h;

    e. if the user rating is equal to a predetermined value, then go to step l:

    f. retrieving user ratings associated with other entertainment files within the plurality of entertainment files;

    g. comparing the user ratings associated with the other entertainment files with the user rating for the current play entertainment file;

    h. if any other entertainment files have a rating higher than the rating of the current play entertainment file, then performing the steps j-m

    i. if the higher rated entertainment has a user block designation, then go to step l;

    j. retrieving the higher rated entertainment file;

    k. substituting the higher rated entertainment file for the current play entertainment file;

    l. transmitting the current play entertainment file until complete; and

    m. repeating steps a-e until a user executes a termination command.

15. (Withdrawn) The method of interactive entertainment according to claim 14, further comprising the step of:

    a. supplying audio content with each of the entertainment files.

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16. (Withdrawn) The method of interactive entertainment according to claim 14, further comprising the step of:

    a.   supplying audio and video content with each of the entertainment files.

17. (Withdrawn) The method of interactive entertainment according to claim 14, further comprising the step of:

    a.   supplying video content with each of the entertainment files.

18. (Withdrawn) The method of interactive entertainment according to claim 15, where said audio content includes songs.

19. (Withdrawn) The method of interactive entertainment according to claim 18, where said songs include a plurality of music genres.

20. (Withdrawn) The method of interactive entertainment according to claim 19, further comprising the step of:

    a.   categorizing the plurality of music genres.

21. (Withdrawn) The method of interactive entertainment according to claim 16, where said audio and video content includes televised programming.

22. (Withdrawn) A method of interactive entertainment comprising the steps of:

    a.   streaming a plurality of entertainment files over a communications network;

    b.   retrieving a current play entertainment file from the plurality of entertainment files;

    c.   if a user inputs a recognized rating, then performing steps f-h;

    d.   if a user inputs a rejection rating, then performing steps i-l;

    e.   if a user does not input any rating, then go to step k;

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     f.   storing the recognized rating;

     g.   transmitting the current play entertainment file until complete; and

     h.   repeating step b until a user executes a termination command.

     i.   retrieving a next entertainment file;

     j.   substituting the next entertainment file for the current play entertainment file;

     k.   transmitting the current play entertainment file until complete; and

     l.   repeating steps a-e until a user executes a termination command.

23. (Withdrawn) The method of interactive entertainment according to claim 22, where said plurality of entertainment files contain audio content.

24. (Withdrawn) The method of interactive entertainment according to claim 22, where said plurality of entertainment files contain video content.

25. (Withdrawn) The method of interactive entertainment according to claim 22, where said plurality of entertainment files contains audio and video content.

26. (Withdrawn) The method of interactive entertainment according to claim 23, where said audio content includes songs.

27. (Withdrawn) The method of interactive entertainment according to claim 26, where said songs include a plurality of music genres.

28. (Withdrawn) The method of interactive entertainment according to claim 27, further comprising the step of:

     a.   categorizing the plurality of music genres.

29. (Withdrawn) The method of interactive entertainment according to claim 25, where said audio and video content includes televised programming.

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30. (Withdrawn) A method of interactive entertainment comprising the steps of:

   a. streaming a plurality of entertainment files over a communications network;

   b. retrieving a current play entertainment file from the plurality of entertainment files;

   c. retrieving a user rating associated with the current play entertainment file;

   d. if the user rating is not equal to a predetermined value, then performing the following steps f-h;

   e. if the user rating is equal to a predetermined value, then go to step m:

   f. retrieving user ratings associated with other entertainment files within the plurality of entertainment files;

   g. comparing the user ratings associated with the other entertainment files with the predetermined value;

   h. if any other entertainment files have a rating equal to the predetermined value, designating a selected entertainment file, where the selected entertainment file has a rating equal to the predetermined value;

   i. retrieving the selected entertainment file;

   j. substituting the selected entertainment file for the current play entertainment file;

   k. transmitting the selected entertainment file until complete; and

   l. repeating steps a-e until a user executes a termination command.

   m. transmitting the current play entertainment file until complete; and

   n. repeating steps a-e until a user executes a termination command.

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31. (Withdrawn) The method of interactive entertainment according to claim 30, further comprising the step of:

    a. supplying audio content with each of the entertainment files.

32. (Withdrawn) The method of interactive entertainment according to claim 30, further comprising the step of:

    a. supplying audio and video content with each of the entertainment files.

33. (Withdrawn) The method of interactive entertainment according to claim 30, further comprising the step of:

    a. supplying video content with each of the entertainment files.

34. (Withdrawn) The method of interactive entertainment according to claim 31, where said audio content includes songs.

35. (Withdrawn) The method of interactive entertainment according to claim 34, where said songs include a plurality of music genres.

36. (Withdrawn) The method of interactive entertainment according to claim 35, further comprising the step of:

    a. categorizing the plurality of music genres.

37. (Withdrawn) The method of interactive entertainment according to claim 32, where said audio and video content includes televised programming.

38. (Currently Amended) An entertainment system that enables the selective transfer of entertainment files comprising:

    a system server, said system server residing at a communication center;

    a system database, said system database residing at the communication center and accessible by the system server;

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a plurality of entertainment files stored on the <u>system</u> database, where the system

server retrieves the plurality of entertainment files for <u>streaming</u> transmission over <u>a</u>

<u>plurality of channels in</u> a first communication network;

a receiver, where the receiver <u>reviews a current entertainment guide for the</u>

<u>streaming files, ranks those files based upon ratings assigned by the user and retrieves</u>

<u>a file that meets a user's preferences via</u> ~~selectively retrieves the plurality of~~

~~entertainment files via~~ the first communication network ~~from the system server based~~

~~on a user's preferences~~;

~~a user input device;~~ and

a user output device, where ~~the user utilizes the input device to initiate the transfer~~

~~of selected entertainment files to~~ said output device <u>plays the retrieved streaming</u>

<u>entertainment file</u>.

39. (Original) The method of interactive entertainment according to claim 38, further

comprising the step of:

     a. supplying audio content with each of the entertainment files.

40. (Original) The method of interactive entertainment according to claim 38, further

comprising the step of:

     a. supplying audio and video content with each of the entertainment files.

41. (Original) The method of interactive entertainment according to claim 38, further

comprising the step of:

     a. supplying video content with each of the entertainment files.

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42. (Withdrawn) A receiver for the reception of entertainment files comprising:

a data input, said data input capable of receiving entertainment files via a first communications network;

a data output, said data output capable of transmitting entertainment files via a second communications network;

a database, said database storing entertainment files received through the data input;

a processor, said processor performing selective filtering based upon instructions provide by software residing on said database, where said instructions include functional instructions related to the data input, data output and data transfer from the database and functional instructions capable of selectively filtering entertainment files received through the data input; and

a user command input, said user command input capable of receiving commands from a user input device.

43. (Withdrawn) The receiver for the reception of entertainment files according to claim 42, wherein said processor selectively filters the entertainment files based upon a user's preferences.

44. (Withdrawn) The receiver for the reception of entertainment files according to claim 42 where each entertainment file includes a user rating, said processor determines if the user rating for each entertainment file is equal to a predetermined value, if so then processor enables the continued output of said entertainment file, if not the processor triggers the retrieval of a second entertainment file which is equal to the predetermined

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value and substitutes the second entertainment file for transmission through the data output.

45. (Withdrawn) The receiver for the reception of entertainment files according to claim 42, the processor may receive a rejection indication from a user via the user command input, if so the processor associates the rejection indication with the entertainment file and stores the rejection – entertainment file association in the database, then the processor retrieves a subsequent entertainment file for transmission through the data output.

46. (Withdrawn) The receiver for the reception of entertainment files according to claim 43, wherein the entertainment files include at least one of audio files, video files and audio/video files.

47. (Withdrawn) The receiver for the reception of entertainment files according to claim 44, wherein the entertainment files include at least one of audio files, video files and audio/video files.

48. (Withdrawn) The receiver for the reception of entertainment files according to claim 45, wherein the entertainment files include at least one of audio files, video files and audio/video files.

49. (Currently Amended) A method of transmitting entertainment files through a receiver comprising the steps of:

    a. ~~transmitting~~ streaming a plurality of entertainment files on a respective plurality of channels to the receiver via a first communications network;

    b. ~~receiving the plurality of entertainment files through a data input;~~

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      c. ~~storing the plurality of entertainment files in a database residing within the~~

         ~~receiver;~~

      d. selectively <u>tuning an input of the receiver to one of said channels to retrieve</u>

         <u>one of the entertainment files based upon the user's preferences to the</u>

         <u>currently streaming files and directing the retrieved file to a receiver output</u>

         ~~filtering the output of the entertainment files through a data output, where the~~

         ~~selective filtering is based upon filtering instructions with a software residing~~

         ~~in the database;~~

      e. ~~executing the filtering instructions via a processor;~~ and

      f. <u>directing the streaming entertainment file from the receiver output to a user</u>

         <u>output device that plays the streaming entertainment file</u> ~~receiving user~~

         ~~commands via a user command input from a user input device~~.

50. (Original) The method of transmitting entertainment files through a receiver according to claim 49, wherein the plurality of entertainment files includes at least one of audio files, video files and audio/video files.

51. (New) The interactive entertainment system of claim 1, wherein said user's preferences comprise ratings assigned by that user to said entertainment files, said receiver reviewing the currently streaming entertainment files, ranking those files based upon their ratings and retrieving the file that meets the user's preferences.

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52. (New) The interactive entertainment system of claim 51, wherein said receiver reviews a current entertainment guide provided for the streaming entertainment files to rank the files.

53. (New) The interactive entertainment system of claim 51, wherein said current entertainment guide is transmitted over the first communication network.

54. (New) The interactive entertainment system of claim 51, wherein said receiver first determines if the streaming entertainment file on the current channel has an acceptable rating and if acceptable continues to stream that entertainment file to the user output device, otherwise said receiver selects another higher rated entertainment file, tunes to the corresponding channel and streams that higher rated entertainment file to the user output device.

55. (New) The interactive entertainment system of claim 54, wherein if the current streaming entertainment file has been blocked and none of the other streaming files have a higher rating, said receiver selects the next highest entertainment file, tunes to the corresponding channel and streams that next highest rated entertainment file to the user output device.

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56. (New) The interactive entertainment system of claim 1, wherein said receiver is tuned

to one said channel and streams the corresponding entertainment file to the user output

device, said user input device enables the user to do nothing, block or rate the

currently streaming entertainment file, said receiver responding to the do nothing or

rating by continuing to stream the current entertainment file and responding to the

block by tuning to a next channel.

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